Merriam-Webster.com defines **addiction** *as compulsive need for and use of a habit-forming substance characterized by tolerance and by well-defined physiological symptoms upon withdrawal;* broadly*: persistent compulsive use of a substance known by the user to be harmful.* The American Medical Association has been considering adding Video Game Overuse to the list of ‘formal disorders’ for many years. Millions of U.S. children and adults suffer from an obsession with video games.

MMORPGs (massively multiplayer online role playing games) seem to be the most addictive games on the market today. Most are based on a character created in a virtual world that completes quests and slays monsters to develop the character and the plot. The combat is the main substance of the game which is determined by probability relying on statistics of your character and its opponent. So how is it that this process of application of mathematical statistical probabilities could be so appealing? What is so addictive? Game designers spend a lot of effort to create a system that reels in as many people as possible. The aspect that seems to hook the gamer is the progression and reward system.

Another study shows that men have a deep-rooted urge to conquer, which would lead to passion for video games. Scans have shown that playing on a video game console activates parts of the male brain which are connected to rewarding feelings and addiction. The more they progress and the higher their score, the more stimulated this region of the brain becomes. In contrast, these parts of women’s brains are much less likely to be triggered by sessions on a video game console.

“People often go without sleep or skip meals to play video games. That can lower your immune system,” quoted Dr. Samuel Sharmat, a psychiatrist with a subspecialty in treating addictions. This creates harm for the user, which is needed to classify an addiction. Video gaming problems are often defined like problem gambling or alcoholism. The key is to look not at how much gaming is done, but whether it is disrupting aspects of a player's life school, work, family relationships and if it .leads to experiences like needing more to get the same effect or feeling unable to stop. In other cases, gamers have been sent to jail for crimes related to video games. One South Korean couple neglected their child while they were busy playing an online fantasy game. Another case, a teenager killed his mother after she took away one of his video games.

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